



# WIZ-WAR

## Expansion Set 1

"Magic Stone" redesign

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### Components:

- ◆ 81 card
- ◆ 8 Creature tokens
- ◆ 4 Wand tokens
- ◆ 12 Object tokens

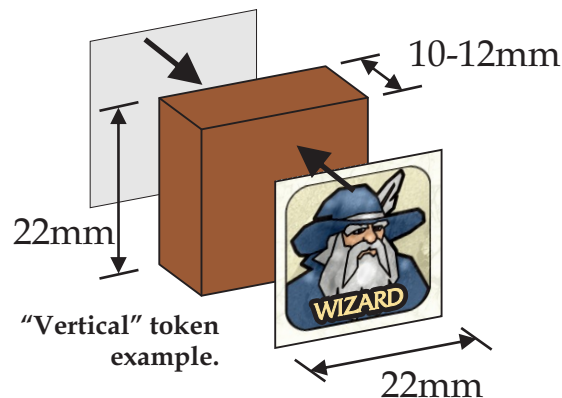
It is recommended to make all tokens 2-sided.

Pit and Boobytrap tokens have different front and back side. When just created, the Pit is empty, turn it to the "filled" side when it's filled with water.

All Creature tokens should be "vertical" (see the picture), but the Killer Ooze token must be flat. All other tokens (items and objects) must be "flat".

You will need only **1 copy of each page**, except the last page (page with cardbacks).

All pages are in A4 format (210x297mm).





⚡

Mental Force

Spell



Opponent anywhere on the board moves 3 spaces to wherever you say.

Reflection allows both players to move one another 2 spaces.

⚡

Mental Swap

Spell



View opponent's cards, then optionally trade hands with that player.

Full Reflection only nullifies this spell.

⚡

Shift Stick

Item



Each charge moves opponent one space from where he is, to whichever adjacent space you choose (even through a wall).  
Not useable on self.  
Charges = **number card**.  
Usable once per turn; discard when used.

⚡

Skeleton

Created Monster



3

4\*

2

Creates an undead skeleton warrior that you control.  
Movement: 3, Life: 4.

Skeleton punches for 2 physical damage, and only physical damage can destroy it.

⚡

Sticky Stick

Item



Each charge covers an enemy with webs, reducing movement by -3 (enemy can still use **number card** for movement). Lasts one turn. Any FIRE damage done to someone in webs burns the webs off and causes 2 extra points of damage. Charges = **number card**.  
Usable once per turn; discard when used.

⚡

Swap Meet

Spell



Swap any two carried **items** (your choice) with an opponent.

Reflection nullifies the spell.

Full Reflection lets the opponent decide which items, if any, will be swapped.

⚡

Thief

Action



Not a spell.

You may steal one non-Treasure **item** from an opponent in your square.

If you know about a specific **item**, you can take that one; otherwise, opponent chooses which item to give you (if he has any).

⚡

Troll

Created Monster



3

6\*

1-4

Creates a rock-hard beast that you control.

Movement: 3, Life: 6.

Troll punches for 1-4 damage, and at the end of each turn it can regenerate 1 lost life point.

⚡

Walking Dead

Enchantment/Curse



Curses opponent, causing 1/2 point of damage for every space he moves.

This is **permanent**.

Bloodstone will nullify the effect.

**Weakness**

**Enchantment/Curse**

Opponent drops any Treasure carried, and takes 2 times normal damage from any point-type spells or physical attacks. Opponent cannot carry treasure for this duration. Weakness and Strength cancel each other. Duration = **number card**.

**Wraith**

**Created Monster**

3  
 4  
 2\*

Creates a sinister, undead wraith that you control. Movement: 3, Life: 4. Wraith can move through one wall or other obstacle per turn at will. If touched by the wraith, opponents take 2 magical damage and lose a random card. Reflections used on the wraith's touch will damage the wraith.

**Remove Curse**

**Spell**

Removes effects of one or more duration-based **spells** or **enchantments** affecting the target. You can even cast this on yourself to cancel a spell which won't let you cast other spells while in effect, or one that makes you lose turns. Can also be cast on an opponent in LOS to remove any "good" **enchantments** affecting him (considered an **attack**). As a **counteraction**, prevents an **enchantment** from taking effect. Will work on permanent spells, such as LIFESAVER.

**Empathy**

**Enchantment/Curse**

Any **attack** done in any form against you acts against both you and the attacker. Duration = **number card** played, starting in player's turn in which it is cast. Will not work against an already-active spell, just new ones.

**Adrenaline**

**Enchantment/Curse**

Recipient may **attack** twice per turn. Doesn't override any limits on how often a specific **item** may be used. Duration = **number card**.

**Alter Ego**

**Created Monster**

Creates a stationary double of yourself in the square you now occupy. It may use any of the **spells** in your **hand**, and you need not be within LOS for it to do so. Any damage at all destroys it.

**Big Man**

**Enchantment/Curse**

Makes recipient so large that he fills up the corridor. No one can pass him, cast **spells** past him, or enter his square. Can reach and be reached from an adjacent square. Can push others (but not **items**) down the corridor ahead of him as he moves. (At intersections, opponent gets to decide which branch to enter.) Can also step over short obstacles like a Pit, Tacks or Killer Ooze. Big Man and Shrink cancel each other. Duration = **number card**.

**Boobytrap**

**Created Object**

Take three blank tokens and the boobytrap token, placing each of them face down on empty squares. Whoever first walks over the one boobytrapped token takes 4 physical damage. You and your controlled **creatures** may move across the boobytrapped token without harm, unless Blind. **Permanent** until triggered. Spells affecting **creations** target just one of the tokens.

**Create Door**

**Created Object**

Creates a locked door in a solid wall or across a corridor. If created adjacent to you, you may hold it open as it appears. If cast on an Illusion Wall, it modifies the existing illusion to be that of a wall with a door in it (still real to believers, but not there for non-believers).

Deja-Vu

Spell



Allows you to go through the discard pile and retrieve any one card.

Dispel Creation

Spell



This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.)  
**Spells** that are inside or on dispelled creations dissipate harmlessly. If a Pit is dispelled, anything that was in it appears at floor level.

Dispel Creation

Spell



This spell un-creates any created **object** or **character**. (A destroyed wall is not considered a creation.)  
**Spells** that are inside or on dispelled creations dissipate harmlessly. If a Pit is dispelled, anything that was in it appears at floor level.

Dust Cloud

Created Object



Creates a permanent magical Cloud of Dust that obscures one square. Anyone passing through it must roll a D4 (each number signifying a direction) to see where he goes (or if a **spell** is cast, where the **spell** goes). Bumping into a wall counts as one space of movement; re-roll for each movement point. Blocks LOS, even if you have Visionstone.  
Reaches ceiling.

Fear

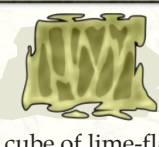
Enchantment/Curse



For **number** turns, no one (not even allies) will move to within 3 spaces of recipient, even if walls separate them. All must move away from him on their turn if within range, if they can, even if the only option is to use a card or run into a dangerous obstacle to escape. Those in fear choose which direction to run when options exist, as long as it isn't toward the source of fear!

Fill Square With Slime

Created Object



Creates a cube of lime-flavored gel filling an entire square. There is no LOS through it, nor can it be flown over. Anyone entering the Slime ends their movement for the turn.  
**Spells** cast at the Slime get stuck there, affecting anyone in the Slime or entering it later on (**spells** "go off" only once). **Counteractions** against "trapped" attacks do not affect the caster of the attack. Destroyed by any Waterwall or a 5-point Waterbolt.

Handful Of Tacks

Item



Not a spell. Fills one square with Tacks.  
Anyone walking into them takes 3 physical damage, or must spend an entire turn adjacent to them (doing nothing else) to sweep them up and reuse them later (or discard them).  
Waterwall washes them away.

Killer Ooze

Created Monster



Covers the surface of one square with acidic Ooze. Anyone entering the Ooze takes 1 damage, and on a roll of 1 or 2 on the D4, falls down, drops any Treasure, takes 2 more damage, and is unable to move for the rest of the turn. Any following turns that he tries to stand and exit must be rolled again as stated.  
Only 5 points of fire damage will destroy the Ooze.

Lifesaver

Enchantment/Curse



DISPLAY IMMEDIATELY.  
You are now immune to the effects of losing both of your treasures to other players' **home bases**.  
This effect is permanent.  
Discard after use.  
Not applicable in a 2-player game.

## Mad Dash

Enchantment/Curse ①   



Doubles recipient's movement (including **number cards** and other add-ons) for one turn. One cannot carry Treasures while exerting oneself under Mad Dash. If cast after some movement has been made, doubles remaining movement points.



## Permawarp

Created Object

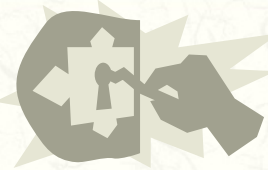


Take two Permawarp tokens and place them anywhere on the board (except **home bases**). This is now an (optional) open warp from one token to the other, and movement between them counts as one space. You can drop an **item** on a Permawarp, or walk around it in the same space. There is no LOS through the warp, but it does not block local LOS.



## Pick Lock

Action 



Not a spell.  
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.



## Pick Lock

Action 



Not a spell.  
Unlocks an adjacent door (but the door will re-lock behind you).

You may "hold the door open" for others, if you wish.

Discard after use.



## Pit

Created Object 



Creates a Pit. To jump over, roll a D4. On a roll of 1 you fall in, taking 2 damage. Roll a 1 or 2 on later turns to climb out. Takes a whole turn to climb into or out of a Pit. Waterwall reaching Pit does 2 damage to anyone in it, but lifts him to top. Drains in 1 turn; can swim across using normal movement when filled. Doors adjacent to a Pit cannot be opened from that side (unless flying). Fill Square With Stone fills Pit, lifting anything in it back up to the main floor. You cannot create objects within the Pit.



## Power Attack

Modifier



Allows you to use up your life points, adding the amount sacrificed to one of your own point-based **attack spells**, including Magic Stick spells.



## Rewarp

Spell



Swap two external **sector exits**. Signify their new directions by placing the "A" tokens on one set of exits and the "B" tokens on the other set of exits. These stay in place unless any one token of the four is moved by use of Relocate Sector, in which case Rewarp goes away.



## Rosebush

Created Object 



Creates a fragrant but thorny Rosebush which fills one square, blocking LOS.

Causes 3 physical damage to anyone passing through it. 5 points of damage will destroy it.



## Safe

Created Object 



Creates an immobile Safe, within which you can secure one Treasure or other **item**. All Lock-type cards will work on it. To smash it open takes 15 damage, and it is immune to Fire. Getting an **item** from a Safe counts as picking that item up. Safe dispels if **item** removed. Creator of Safe knows the combination and may open it freely. Like all **creations**, a Safe cannot be placed on a **home base**.



**Shadow**

Created Monster 

 3  
 1\*  
 1



Creates a temporary, undead Shadow that you control. Maintaining it costs 1 of your life points at the beginning of each turn, starting the turn created. Shadow can punch for 1 damage, move 3 spaces per turn, and carry (but not use) **items**. It cannot be altered by **spells** such as Mist-Body, Shrink, etc. Any damage at all destroys it. Sustaining the Shadow during a "lost turn" still costs a life-point. 

**Stone To Water**

Spell 



Turns either a wall or a Solid Stone block into water. A wall turns into a Waterwall with a range of 2. A Solid Stone block turns to a Waterwall with a range of 4. In the latter case, any **character** within 4 spaces is washed back 4 spaces (including you, if applicable). Anyone who can't go straight back 4 spaces takes 1 point of physical damage for each space not moved. 

**Strength**

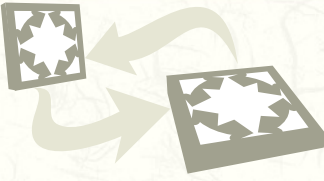
Enchantment/Curse    



Doubles all physical damage recipient does to others, and allows him to physically tear an **item** (including Treasure) out of the grasp of someone in the same space (an **attack**). (This does not count as picking up an **item** and does not end one's turn.) The opponent must roll a 1 on the D4 to retain the **item** each turn. Duration = **number card**. 

**Swap Home Bases**

Spell  



Swap your **home base** with any other player, so long as you both have an equal number of Treasures on your **home bases**. You must be within LOS of the player with whom you are swapping. 

**Swarthmore's Enchantment**

Enchantment/Curse 



Adds 1 point of magical damage to the damage done by any **object** or **item** (such as Dagger, Magic Stones, Thornbush, etc.) This **enchantment** is **permanent** unless Remove Curse is cast on the target. 

**Trader**

Spell



Swap any two moveable items that are resting on the floor, both within your line-of-sight. Does not overcome Glue. Can't swap an **item** on a **home base**. 

**Ward**

Spell



You may play this card immediately when someone picks up one of your Treasures, signifying that they have set off a trap (you need not specify in advance which treasure is trapped). Causes 3 magical damage; affected opponent also has a 50% chance of dropping the Treasure. **Counteractions** against Ward have no effect against you, but otherwise work as written. 

**Warp Stick**

Item 



Each charge makes one section of wall (or door) disappear during your turn, reappearing at the end of your turn. Charges = **number card**. Usable once per turn; discard when used. 

**Glue**

Enchantment/Curse  



Keeps an **item** in place, making it impossible to pick up, move or drop (if carried). Considered an **attack** if cast on an opponent's carried **item**. Does not work on **characters**. Duration = **2x number card**. 

2 # Two 2

Number

1 7

2 8

3 9

4 10

5 11

6 12

2

2 # Two 2

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

2 2

2 # Two 2

Number

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| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

2 2

2 # Two 2

Number

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|---|----|
| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

2 2

2 # Two 2

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

2 2

3 # Three 3

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

3 3

3 # Three 3

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

3 3

3 # Three 3

Number

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|---|----|
| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

3 3

3 # Three 3

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

3 3

**3 # Three**

Number

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| 1 | 7  |
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**3**

**3 # Three**

Number

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| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
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**3**

**3 # Three**

Number

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|---|----|
| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**3**

**4 # Four**

Number

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|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**4**

**4 # Four**

Number

|   |    |
|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**4**

**4 # Four**

Number

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|---|----|
| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**4**

**4 # Four**

Number

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| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**4**

**5 # Five**

Number

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|---|----|
| 1 | 7  |
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| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
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**5**

**5 # Five**

Number

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|---|----|
| 1 | 7  |
| 2 | 8  |
| 3 | 9  |
| 4 | 10 |
| 5 | 11 |
| 6 | 12 |

**5**

